

CLAIMS:

What is claimed is:

- 1 1. A method in a data processing system for changing a
2 pointer, the method comprising:
3 receiving a user input indicating that a pointing
4 device was moved;
5 calculating a rate of movement for the pointing
6 device;
7 comparing the rate of movement with a given
8 threshold of speed; and
9 automatically updating a presentation of the pointer
10 based on the given threshold of speed in response to
11 receiving the user input, wherein a presentation of the
12 pointer is altered if the rate of movement exceeds the
13 given threshold of speed.

- 1 2. The method of claim 1, wherein the change for the
2 pointer is associated with the given threshold of speed.

- 1 3. The method of claim 1, wherein other thresholds are
2 present in addition to the given threshold of speed and
3 wherein the pointer is changed each time one of the other

4 thresholds is exceeded.

1 4. The method of claim 1, wherein the presentation of
2 the pointer is a series of different changes in
3 presentation based on the rate of movement for the
4 pointing device.

1 5. The method of claim 1, wherein the pointer returns
2 to its previous appearance when the rate of movement for
3 the pointing device decreases below the given threshold
4 of speed.

1 6. The method of claim 1, wherein the threshold is a
2 measurement of a distance traveled with respect to a time
3 interval for the distance traveled.

1 7. The method of claim 1, wherein the pointing device
2 is one of a mouse, a pointing stick, a touch pad, a
3 joystick, a key on a keyboard, an electronic pen, or a
4 trackball.

1 8. The method of claim 1, wherein the updating step

2 includes:

3 changing the color of the pointer.

1 9. The method of claim 1, wherein the updating step

2 includes:

3 changing the shape of the pointer.

1 10. The method of claim 1, wherein the updating step

2 includes:

3 changing the size of the pointer.

1 11. A method in a data processing system for changing a

2 pointer, the method comprising:

3 receiving a user input specifying a threshold;

4 defining a change for the pointer; and

5 associating a threshold of speed with the change for

6 the pointer.

1 12. The method of claim 11, wherein multiple thresholds

2 are defined for changing the pointer.

1 13. A data processing system comprising:

2 a bus system;
3 a communications unit connected to the bus system;
4 a memory connected to the bus system, wherein the
5 memory includes as set of instructions; and
6 a processing unit connected to the bus system,
7 wherein the processing unit executes the set of
8 instructions to receive a user input indicating that a
9 pointing device was moved; calculate a rate of movement
10 for the pointing device; compare the rate of movement
11 with a given threshold of speed; and automatically update
12 a presentation of the pointer based on the given
13 threshold of speed in response to receiving the user
14 input, wherein a presentation of the pointer is altered
15 if the rate of movement exceeds the given threshold of
16 speed.

1 14. A data processing system comprising:
2 a bus system;
3 a communications unit connected to the bus system;
4 a memory connected to the bus system, wherein the
5 memory includes as set of instructions; and

6 a processing unit connected to the bus system,
 7 wherein the processing unit executes the set of
 8 instructions to receive a user input specifying a
 9 threshold; define a change for the pointer; and associate
 10 a threshold of speed with the change for the pointer.

1 15. A data processing system for changing a pointer, the
 2 data processing system comprising:
 3 receiving means for receiving a user input
 4 indicating that a pointing device was moved;
 5 calculating means for calculating a rate of movement
 6 for the pointing device;
 7 comparing means for comparing the rate of movement
 8 with a given threshold of speed; and
 9 updating means for automatically updating a
 10 presentation of the pointer based on the given threshold
 11 of speed in response to receiving the user input, wherein
 12 a presentation of the pointer is altered if the rate of
 13 movement exceeds the given threshold of speed.

1 16. A data processing system for changing a pointer, the
 2 data processing system comprising:

3 receiving means for receiving a user input
4 specifying a threshold;
5 defining means for defining a change for the
6 pointer; and
7 associating means for associating a threshold of
8 speed with the change for the pointer.

1 17. A computer program product in a computer readable
2 medium for changing a pointer, the computer program
3 product comprising:
4 first instructions for receiving a user input
5 indicating that a pointing device was moved;
6 second instructions for calculating a rate of
7 movement for the pointing device;
8 third instructions for comparing the rate of
9 movement with a given threshold of speed; and
10 fourth instructions for automatically updating a
11 presentation of the pointer based on the given threshold
12 of speed in response to receiving the user input, wherein
13 a presentation of the pointer is altered if the rate of
14 movement exceeds the given threshold of speed.

1 18. A computer program product in a computer readable
2 medium for changing a pointer, the computer program
3 product comprising:
4 first instructions for receiving a user input
5 specifying a threshold;
6 second instructions for defining a change for the
7 pointer; and
8 third instructions for associating a threshold of
9 speed with the change for the pointer.

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